

B1
Cont'd

then stores the content rating in the memory device 18 as the user rates each media content and thereby compiles a ratings list 18a. Based on the stored content ratings, the processor 14 selectively plays, using a conventional algorithm, a media content preferred or probably preferred by the user.--

Replace the paragraph starting on page 7, line 10, with the following amended paragraph:

B2

--As shown in Fig. 2, an exemplary multi-button switch 20 is constructed to have five depressible buttons 22-30 corresponding to five categories of preferences, with the first button 22 indicating the most positive or highest rating and the fifth button 30 indicating the most negative or lowest rating. The buttons 24-28 indicate intermediate levels of ratings between the most positive and the most negative ratings. The switch 20 may be connected to a cord 32 of a headphone wired to the media player 16.--

Replace the paragraph starting on page 8, line 13, with the following amended paragraph:

B3

--In use, as the media player 16 plays a media content, the user rates the currently playing media content by manipulating the user-manipulable control 12. The user-indicated rating is then communicated to the processor 14, which compiles a content ratings list 18a for storage in memory device 18 as the media player 16 plays each media content. The ratings list may be arranged in either an ascending order or descending order such that the most highly rated media content is placed at one end of the list while the least favorite, at another end of the list. As the user changes his or her ratings of the media contents during subsequent playing, the ratings list 18a is correspondingly updated. The user's ratings list may